

a position data specifier which specifies a current position for the player-controlled object with respect to the terrain objects;

overlap determination means which determines, on the basis of the shape data and the position data, whether a terrain object is located between the viewpoint and the player-controlled object; and

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concl.

an image generator which generates image data for displaying on the monitor screen the player-controlled object and the terrain objects viewed from the viewpoint wherein a terrain object is processed so as to be rendered as a show-through image through which the player-controlled object is viewed in the event that the overlap determiner determines that the player-controlled object is intervened by the terrain object in an overlapping state when viewed from the viewpoint,

wherein said overlap determiner computes a first vector that extends in a direction in which said player-controlled object is observed from said viewpoint, and a second vector that extends from said terrain object towards said player-controlled object, computes an angle formed by said first vector and said second vector, and determines whether or not said player controlled object is intervened by the terrain object when viewed from the viewpoint in an overlap state in accordance with whether said angle falls within a prescribed relationship with a reference angle.

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(Twice Amended) A game device, wherein the game device comprises a player-controlled object moving relative to terrain objects within a three-dimensional virtual space, the game device comprising:

a controller for operating the player-controlled object;

a shape data memory which stores data defining shapes of a plurality of terrain objects present in the three-dimensional virtual space;

a position data specifier which specifies a current position for the player-controlled object within the virtual space;

an overlap determination processor which determines whether one of the terrain objects is located between a viewpoint and the player-controlled object; and

an image generator which generates image data for the player-controlled object and the terrain objects as viewed from the viewpoint and image data for the player-controlled object and the terrain object comprising alternately generating pixels indicative of at least one of the terrain objects and indicative of the player-controlled object in a prescribed pattern if the overlap determination processor determines that the player-controlled object is located behind the at least one terrain object when viewed from the viewpoint.

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